

# Nintendo ENTERTAINMENT SYSTEM



We will be happy to answer your questions or comments about the HEAVY SHREDDIN'™ game. Write to: Consumer Relations Department, Parker Brothers, P.O. Box 1012, Beverly, MA 01915. (508) 921-3500

©1990 Parker Brothers, Division of Tonka Corporation, Beverly, MA 01915.

**Nintendo** ENTERTAINMENT SYSTEM

NES-WX-USA ★

*Heavy*  
The Snowboarding  
Video Game  
**SHREDDING**™

Instruction Booklet

# Nintendo ENTERTAINMENT SYSTEM

Nintendo recommends against using a rear projection television with your NES as image retention on the screen may occur.

# Nintendo ENTERTAINMENT SYSTEM



This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System®.

This game is  
licensed by Nintendo®  
for play on the



Nintendo and Nintendo Entertainment System are trademarks of Nintendo of America Inc. HEAVY SHRED'DIN' & Packer Brothers® trademark for its snowboarding video game equipment.

## INTRODUCTION

Get ready for the ride of your lifetime! With the HEAVY SHREDDIN™ video game, you'll be traveling down slick, snow-covered mountains on a single snowboard that's not much larger than a ski. To survive your runs, you'll have to master some hot moves to get around the dangerous obstacles ready to trip you up. Complete all five events (18 levels in all) and you'll be rewarded with the coveted WORLD CUP trophy. It won't be easy. But you can bet it'll be fun!

## TABLE OF CONTENTS

How to Use the Controller.....	page 3
General Rules.....	page 4
How to Master the Slopes.....	page 5
The Events.....	page 7

## How to Use the Controller

UP arrow... aim left if standing; turn up if tucked

Right arrow... to tuck and gain speed

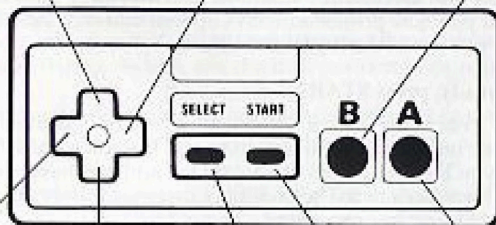
B button... for ducking under obstacles

Left arrow... to stand straight up

DOWN arrow... aim right if standing; turn down if tucked

Start button... to start or pause the game

Select button... to select a new game



A button... for jumping or kicking

# Nintendo ENTERTAINMENT SYSTEM

## GENERAL RULES

At the start of each game, you'll first see a trail map screen that shows you the name of the trail you're on and the events within the current trail. There are five events and a total of 18 levels of play. In order to move on to the next event, you must first successfully complete the run you're on. Reach the end of any trail and you'll be presented with a special message. Reach the end of all events and you'll win the WORLD CUP trophy!

**When you're ready, press START.**

You have four lives at the start of each game. Every time you fall or fail to qualify, you lose one life. Lose all four lives and the game ends. If you reach the next trail, you'll earn a bonus life. If you fall and you have remaining lives, you'll be sent back to the beginning of that event to try again. You then hit Start again to begin your next trail.

You score points based on each screen you manage to pass. The point values are 100, 200, 300, 400, 500, or 600 per screen, depending on the skill level. Try to increase your score each time you play.



## **How to Master the Slopes**

To make it to the end of a run, you'll have to practice and master the art of turning, ducking, jumping and stunting.

**Turning** can be done in two ways...tucked or standing. In the standing position, simply point the board where you want it to go. In the tucked position, you'll simply move up and down the screen. (Note: If you're daring enough, use the tuck position to gain greater speed).

**Ducking** is an easy enough maneuver. Just press the **B** key to duck under obstacles.

**Jumping** can be done by pressing the **A** key. There are five different jumps... a regular jump and four stunt jumps.

**Stunting** is where you'll really get your kicks. Stunts are for survival as well as for hot-dogging. Practice them enough and the WORLD CUP trophy could be yours. To stunt, you'll need to press the **A** key and then press any of the four direction keys (**UP/DOWN/RIGHT/LEFT**). The direction key is how you'll choose a particular stunt.



## How to do the stunts:

**Toe Grab Stunt** (a longer jump):  
Press **A** key and **UP** direction key.



**Hand-Plant Stunt**  
(a hot-dogging move and a requirement in the Half-pipe event):  
Press **A** key and **DOWN** direction key.



**Mid-Air 360 Stunt** (this one is just for hotdoggers having a great run):  
Press **A** key and **RIGHT** direction key.



**Mule-Kick Stunt** (especially useful in recovering your balance while bouncing through treacherous moguls):  
Press **A** key and **LEFT** direction key.



## THE EVENTS

There are five events in all: Downhill, Slalom, Half-pipe, Moguls and Backwoods. The first four have three levels of difficulty. Backwoods has six. On some events you'll be working against the clock. On others you'll merely try to survive while racking up as many points as possible:

1. **Downhill...** The object here is to get down the slope as fast as possible. Guide your board by pressing either the **UP** or **DOWN** key. Jump (press **A** key) over any obstacles you can't pass. If you fall, you'll be sent back to the top of the trail for another try. This event has three levels of difficulty.
2. **Slalom...** Guide the board between the gates by pressing the **UP** and **DOWN** keys. If you fall or miss going through a gate, you'll be sent back to the top of the run for another try. Again, you can jump (press **A** key) over any obstacles you can't pass. This event has three levels of difficulty.

3. **Half-pipe...** This event requires stunts. But first you'll need enough momentum to get high enough on the wall to do a stunt. To do this, press and hold **UP** when the board is moving up the far wall and **DOWN** when it's moving up the near wall. Once you've gained enough height, you'll be given an on-screen command to perform a stunt (see How to Master the Slopes for stunt information). This event has three levels of difficulty.

4. **Moguls...** Guide the board by pressing the **UP** and **DOWN** keys. The small moguls (bumps in the snow) can be handled by simply jumping over them (press **A** key). To get past large mogul fields, you must use either a mule-kick or a toe grab stunt. To do a mule-kick, aim your board at the mogul and wait long enough for the shredder to bend up. Then press the **A** key and **Left** key and you'll mule kick over the mogul field. This event has three levels of difficulty.

5. **Backwoods...** Not for the faint-hearted, this event has a total of 23 difficult obstacles to deal with. Each requires a different response in order for you to survive:

# Nintendo ENTERTAINMENT SYSTEM

Trees.....	avoid by turning
Snowgun Hose.....	jump over them
Ice.....	avoid by turning or jumping
Rocks.....	avoid by turning or jumping
Gates.....	avoid or pass through by turning
Logs.....	jump or hit and mule-kick or avoid by turning
Metal Fences.....	avoid by turning
Rope Fence.....	duck under
Streams.....	jump over them
Rivers.....	cross the bridge
Ice Pond.....	stay in tuck or jump over
Truck.....	hit ski jump in tuck position
Cliffs.....	jump off edge and adjust board angle by holding UP key
Crevasse.....	jump small ones and toe grab over large ones
Hay Bail.....	jump or hit and mule-kick
Mogul.....	jump or hit and mule-kick
Mogul Field.....	hit and mule-kick
Chalet Roof.....	stay in tuck and adjust board angle by holding DOWN key
Small Trail.....	turn in standing position
Waterfall.....	jump onto small island in river
Embankment.....	hit and accelerate around trees
Tunnel.....	duck to travel through it
Billboard.....	duck to go under it

## Compliance with FCC Regulations

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type-tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or both of the following measures: Reorient the receiving antenna, and/or relocate the game away from the receiver.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: "How to Identify and Resolve Radio-TV Interference Problems." This booklet is available from the U.S. Government Printing Office, Washington, D.C., 20402, Stock No.004-000-00345-4.

## Limited Warranty

Parker Brothers warrants to the original purchaser of this software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This software program is sold "as is," without express or implied warranty of any kind, and Parker Brothers is not liable for any losses or damages of any kind resulting from use of this program. Parker Brothers agrees for a period of ninety (90) days from date of purchase to either repair or replace, at its option, free of charge, any software product, which is sent postage paid, with proof of purchase showing date of purchase, to: Parker Brothers, Attn: Consumer Relations Department, 50 Dunham Road, Beverly, MA 01915.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE



BINDING ON OR OBLIGATE PARKER BROTHERS. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL PARKER BROTHERS BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.



# Nintendo

## ENTERTAINMENT SYSTEM

### FREE Shreddin' Mags!



SUBSCRIBE to *International Snowboard* magazine now and get **8 issues for the price of 5**. *International Snowboard* takes you from your living room directly to the lifts with hot photos, rippin' features and all the latest snowboarding news. This special deal is for Heavy Shredders only and is not available through any other source. Get the Mag that shreds heavy at a major discount.

Name \_\_\_\_\_ Age \_\_\_\_\_

Address \_\_\_\_\_

City \_\_\_\_\_

State \_\_\_\_\_ Zip \_\_\_\_\_

(All orders must be accompanied by check or money order)

Send to: ISM / Subscriptions  
P.O. Box 170309  
San Francisco, CA 94117-9939

#### Please check term:

- ☐ 8 issues US (1 yr.) \$14.75
- ☐ 16 issues US (2 yr.) \$27.97
- ☐ 24 issues US (3 yr.) \$39.97
- ☐ 8 issues Canada (1 yr.) \$27.97
- ☐ 8 issues Other Countries  
(1 yr.) \$32.97

Money orders in US dollars only

Payment enclosed \$ \_\_\_\_\_  
Please allow 6-8 weeks for delivery

00509

Proof of Purchase  
Have  
SNOWBOARD  
game